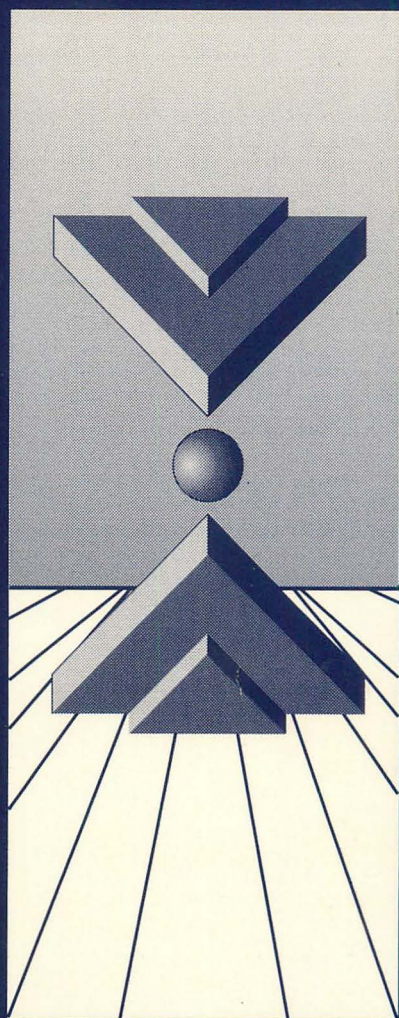




User's Guide



GEM Artline



Important Information about GEM Artline and GEM Desktop

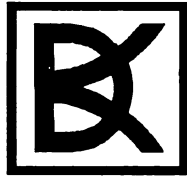
Your GEM Artline package has been shipped to you on special high-density disks. To install GEM, follow the directions in your DAK user's guide. Don't use the installation instructions in the GEM/3 user's guides. Here's the difference: The GEM/3 user's guide will refer to a "printer" disk; this disk has been combined with the System Master disk, and is labeled "System Master/Printer."

If you have an XT-compatible or other older model computer with a double-density floppy drive (a 360K 5¼" drive or a 720K 3½" drive), your computer may not be able to read high-density disks. If you have trouble installing from the GEM disks, or if your computer has trouble with the ASSIGN command described in the DAK user's guide, please contact DAK's special toll-free Customer Service line at 1-800-888-0906 to order low-density diskettes at no additional charge. Please have your original invoice handy when you call. Here's what to order:

For double-density 720K 3½" disks, use order #3181.

For double-density 360K 5¼" disks, use order #3182.

Please allow 1-2 weeks for delivery.



DAK's GEM Artline User's Guide

About this book. . .

This guide will get you “up and running” with GEM Artline. With this guide, you’ll learn how to install the GEM software, and learn its basic features. For more detailed information, see the included GEM user’s guides.

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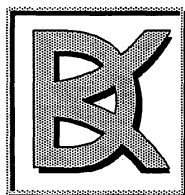
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Chapter 1:

Introduction

Thank you for purchasing your GEM Software package from DAK. Here's what you've received:

- **GEM Desktop** - a graphical interface program that uses graphic images instead of text commands to run programs, change directories, copy and move files. You'll use the Gem Desktop to install and launch GEM Artline.
- **GEM Artline** - a full-featured, professional-quality graphic design program. Even if you can't draw with a pen and paper, or don't think you're "artistic," you'll be amazed at what you can do with GEM Artline. Also, GEM Artline is ideal for creating high-quality graphics images for use in desktop publishing.

As a bonus, we've included a conversion utility that you can use to convert Artline graphics to PCX or other popular graphics formats so you can use Artline images in other graphics, word processing, or desktop publishing programs.



To use the software, you'll need an IBM PC or compatible computer with a hard disk and at least 640K of RAM (memory), DOS version 3.1 or higher, and a CGA, EGA, VGA, or Hercules monitor. A mouse is strongly recommended.

Why You Should Read This Book

The purpose of this manual is to get you “up and running” with the GEM software. I’ll show you how to install the software and take you through some exercises so you can learn each program’s basic features. If at anytime you need more detailed information about the GEM Desktop or Artline, please refer to their manuals.

Special Computer Keys

I assume you’re familiar with the commonly used computer-keyboard keys (if not, see your computer’s manual). When I talk about computer keys such as F1, Escape, Alt, and Control, (abbreviated “Ctrl” on most keyboards), I’ll enclose them in brackets (e.g., [F1], [Esc], [Alt], [Ctrl]). I’ll also frequently mention the [Page Up], [Page Down], [Insert], and [Delete] keys (on some keyboards, these keys are labeled “PgUp,” “PgDn,” “Ins,” and “Del.”

I’ll be using [Enter] to refer to the key you use to enter data. On some keyboards that key is labeled “Return” or “Rtrn.” On others it may be labeled with the following symbol: ↵

The [Alt] and [Ctrl] keys are similar to the shift key in that you always hold them down then press some other key. Throughout this book, when I want you to hold down a key then press another, I’ll separate the two keys with a hyphen (-). For example, if I say “type [Ctrl]-C”, I mean for you to hold down the [Ctrl] then type C. Or if I say “type [Alt]-[F1]”, that means to hold down the [Alt] key, then press [F1].

Please locate the backslash key (\) on your keyboard and be sure you can distinguish it from the regular slash (/). **IT’S EXTREMELY IMPORTANT THAT YOU RECOGNIZE THE DIFFERENCE BETWEEN SLASHES (/) AND BACK-**

SLASHES (/). Throughout the exercises in this book, you'll be using the backslash key a lot more than the regular slash key. If I tell you to use the backslash key and you use the regular slash instead, the command you're typing won't work properly and you may see an error message.

I'll assume you have a working knowledge of basic DOS commands and directory structure. When you install the programs on your hard disk, you'll be using some basic DOS commands. If you're unfamiliar with the basic DOS commands or directories, you can read about them in your DOS manual.

We'll install each of the programs from the supplied floppy diskettes to your computer's hard drive. I'll instruct you to put the program diskettes into floppy drive A and install the programs onto hard drive C. If you have more than one floppy drive or more than one hard drive and you want to use them instead, please make the appropriate substitutions.

Changing Your DOS Prompt (Optional)

If you haven't already done so, it would be a good idea to modify your DOS prompt so it lists the current directory. To find out if the DOS prompt lists the directory, type **CD ** [Enter]. If your DOS prompt looks like this **C:\>**, your prompt has already been modified. If it looks like this **C>**, follow the steps below to change your DOS prompt.

1. Type **CD ** [Enter] to be sure you're in the root directory.
2. Type the following command exactly as written (*be sure not to type any spaces between the two > signs*):

ECHO PROMPT \$P\$G >>AUTOEXEC.BAT [Enter]

3. Reboot your computer by simultaneously holding down the [Ctrl], [Alt], and [Delete] keys.

Disk Space Required

Before you install GEM Desktop and Artline, you'll need at least 2 megabytes of free disk space. Be sure that there's enough room on your hard disk before you install the GEM software. To find out if there's enough hard disk space, use the DIR command and look for the number of "bytes free." You'll need at least 2,000,000 bytes free. If you don't have enough space, you'll need to delete some files to free up space.

Notations Used in This Book

Throughout this book, I'll use little symbols in the margins to call attention to various points. Most of the symbols are self-explanatory, but there's one I want to tell you about now.



This symbol lets you know that you can find more information about a particular feature in the program's manual.

Now let's get started with your GEM software. And again, thank's for ordering from DAK.

Chapter 2:

The GEM Desktop

The GEM programs you received with your computer all run within a special computer “environment” called the GEM Desktop (GEM stands for Graphics Environment Manager). The GEM Desktop is designed to be used like a desk in your home or office. GEM Desktop provides a different way for you to issue DOS commands. Instead of typing commands at the DOS prompt, you’ll be using the mouse to select items from pull-down menus and to select icons. If you don’t know what pull-down menus or icons are, bear with me—you will soon. Most people find GEM very easy to understand and work with. You’ll need to install GEM Desktop before you install GEM Artline. In this chapter, I’m going to show you how to install GEM Desktop and use some of its basic features.



GEM Desktop requires 505K of disk space.

Installing the GEM Desktop

You’ll need the packet of disks which contains the GEM System Master/Printer disk. Find that packet, and remove the disks. To install the GEM Desktop, perform the following steps:

1. Put the GEM System Master/Printer Disk into the floppy drive. Log onto the drive by typing:

A: [Enter]

If you're using drive B: Type B: instead.

2. You'll see the A:\> DOS prompt. Type:

GEMSETUP [Enter]

3. The GEMSETUP "Welcome" screen will display (see figure 2-1 below). Notice there are two menu items listed: **INSTALL NEW CONFIGURATION** and **CHANGE EXISTING CONFIGURATION**. Throughout the installation process, you'll be selecting menu items to give GEMSETUP information about your particular system. Notice the blinking check mark in front of the first menu item. When the check mark is in front of a menu item, you can press [Enter] to select that item. To select a different item, you would press the up- or down-arrow keys to move the checkmark next to the item you want and then press [Enter]. Now be sure the check mark is next to **INSTALL NEW CONFIGURATION**, and then press [Enter].

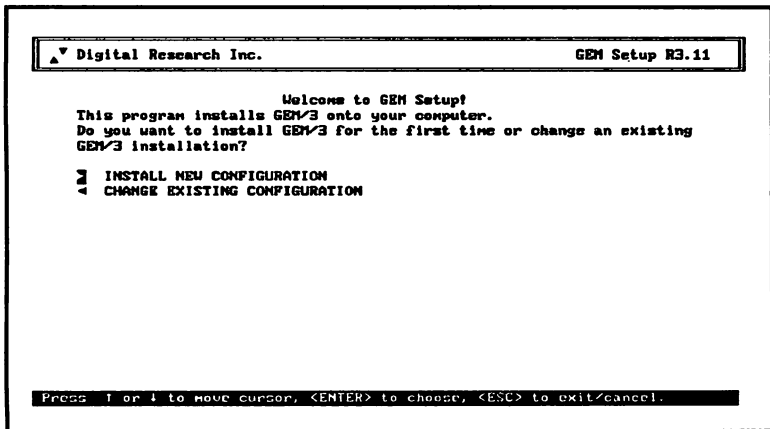


Figure 2-1 The GEMSETUP Welcome screen.

From now on, when I ask you to select a menu item, just use the arrow keys to move the cursor to that item (if it's not already there) and press [Enter].

If you have more than one hard drive: You'll now be asked to specify which drive to use. It's important that you install all the GEM software on the same drive, so select a drive that has a lot of free space.

4. You'll see a list of several different graphics cards (as in figure 2-2). Select the one that matches your display adapter.

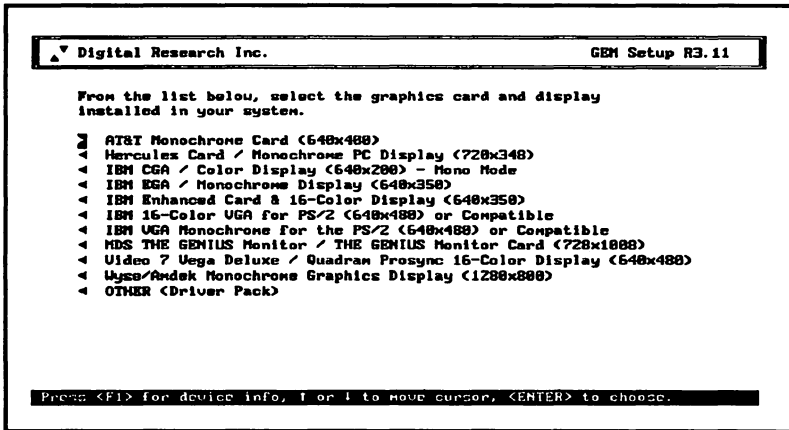


Figure 2-2 Selecting your graphics card.

5. You'll see a list of mice and graphics tablets (as in figure 2-3). Select your mouse. If you're using any Microsoft-compatible serial mouse (such as the BSR serial mouse), select **Bus Mouse (requires file MOUSE.COM)**. If you don't have a mouse, select **No Mouse**.

Installing the GEM Desktop

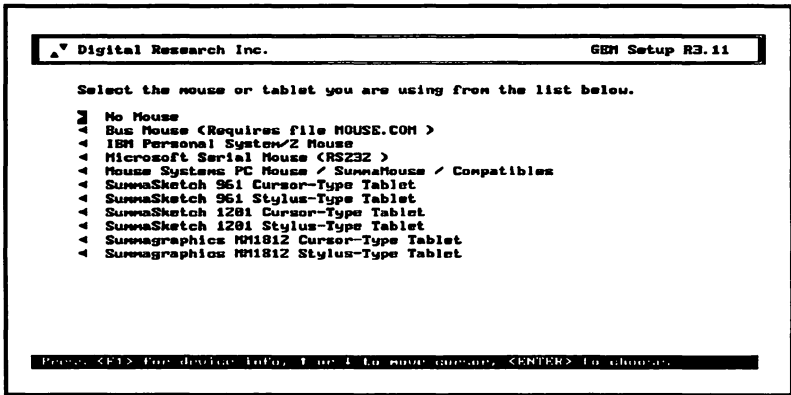


Figure 2-3 Specifying your mouse.

6. You'll see a list of the selections you made in the steps above. Select **Continue**.
7. You'll see a list of hardware devices to add. We're going to tell GEM about your printer, so select **Add a printer**. (If you don't have a printer press [Esc] and skip to step 11 below.)
8. You'll see a list of printers (see figure 2-4). Select your printer from the list. If you don't see your printer, it may be compatible with one of those on the list (see your printer's manual for compatibility information).

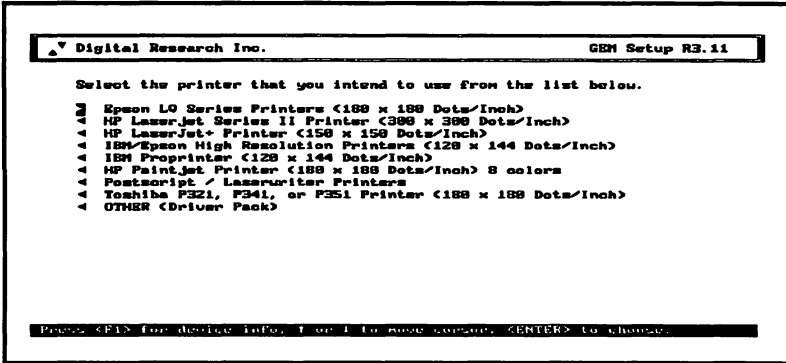


Figure 2-4 Specifying a printer.

If you're using a printer from DAK, see the chart below:

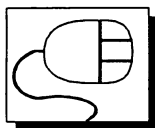
<i>If you have this printer from DAK...</i>	<i>Here's what to select:</i>
Toshiba 420, 440	Epson LQ Series Printers
Seikosha SL-90, SL-80 and Star Micronix	Epson LQ Series Printers
All other Seikoshas and Panasonic KXP1180	IBM/Epson High Resolution Printers
Diconix 150, 300W	IBM/Epson High Resolution Printers
LaserPro, Blaser, C. Itoh	HP LaserJet Series II Printer

- You'll see a list of communications ports. You need to tell GEM which port the printer's connected to. Unless you're using a serial printer, select **Parallel port #1 (LPT1)**.
- You'll see a list of all the selections you've made. Select **Save and Exit from GEM Setup**, and GEM will begin copying files to your hard disk.

Running GEM Desktop

11. You'll see a message telling you to insert a GEM Screen Disk. Insert the screen disk, and press **[Enter]**. GEM will copy some more files to your hard disk.
12. You'll see a message telling you to insert a GEM Printer Disk. Insert the System Master/Printer disk, and press **[Enter]**.
13. You'll see a message telling you to be sure you installed your mouse properly. Press **[Enter]** and you'll be back at the **A:\>** DOS prompt. Remove the disk from the floppy drive, and type **C:** **[Enter]** to make the hard disk the active drive.

Congratulations—you've installed the GEM Desktop.



Before you continue: If you have a mouse, be sure your mouse is connected to the computer and that the mouse software is loaded.

Running GEM Desktop

To bring up the GEM Desktop, at the DOS prompt type:

GEM [Enter]

In a few seconds, the GEM Desktop screen will display (see figure 2-5). This is GEM's "home base." From the Desktop screen, you'll run the other GEM programs, and you'll always be returned to the Desktop when you exit the programs.

I'll tell you more about the Desktop later. First I want to give you a mouse lesson.

If you don't have a mouse: See Appendix A for information on running GEM from the keyboard.

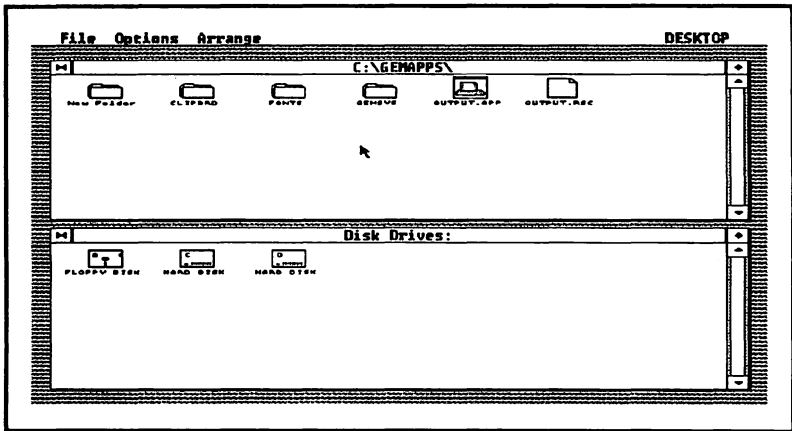


Figure 2-5 The GEM Desktop screen.

Using the Mouse

Moving the pointer - When you move the mouse around on your desk, you'll see a pointer move correspondingly on the screen. Try moving the mouse.



If the pointer doesn't move: Be sure the mouse is properly connected to your computer and the mouse driver is loaded.

Clicking - You perform many of GEM's operations by moving the pointer to some location on the screen and then "clicking" the left mouse button. "Clicking" means pressing and quickly releasing a mouse button. We'll be using only the left mouse button in the GEM software. From now on, when I want you to press and release the *left* mouse button, I'll say "click."

Double-clicking - In addition to clicking, you need to know how to "double-click." To double-click, you click the left mouse button two times in quick succession. *If nothing happens when you double-click, try again—you may be waiting too long between clicks.*

The GEM Desktop Screen

Now I want to briefly describe GEM Desktop screen and show you a few basic operations (see figure 2-6).

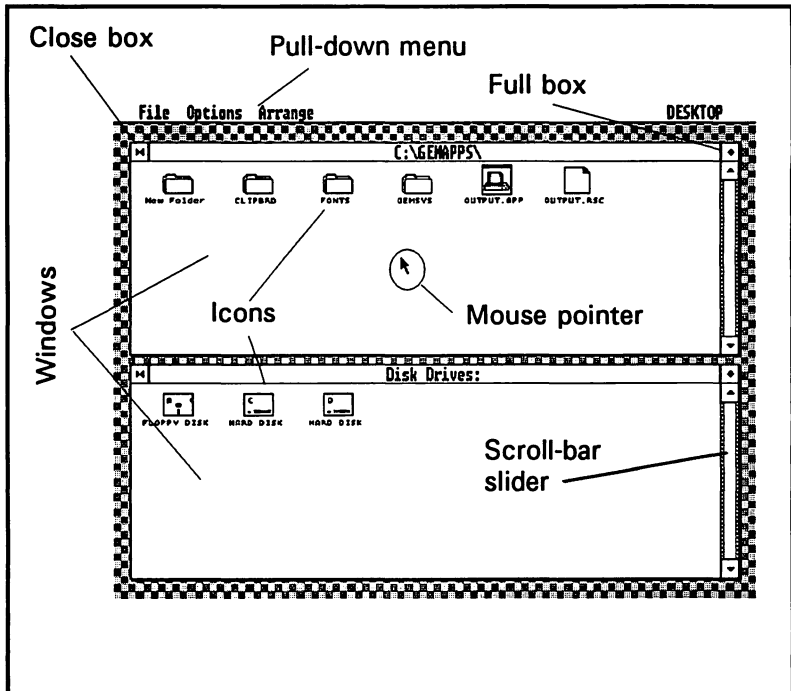


Figure 2-6 The GEM Desktop with its parts labeled.

Pull-down menus

At the top of the screen (see figure 2-6) is a menu bar listing three menus, **File**, **Options**, and **Arrange**. You pull down a GEM menu by moving the pointer to the menu's title. Move the pointer to the word **File** at the top of the screen to pull down the File menu. Notice the menu came down as soon as you touched it with the pointer (see figure 2-7). To select a menu option once the menu is displayed, you move the pointer to the item and click. **Don't do it now**—I just want you to know how to select an item.

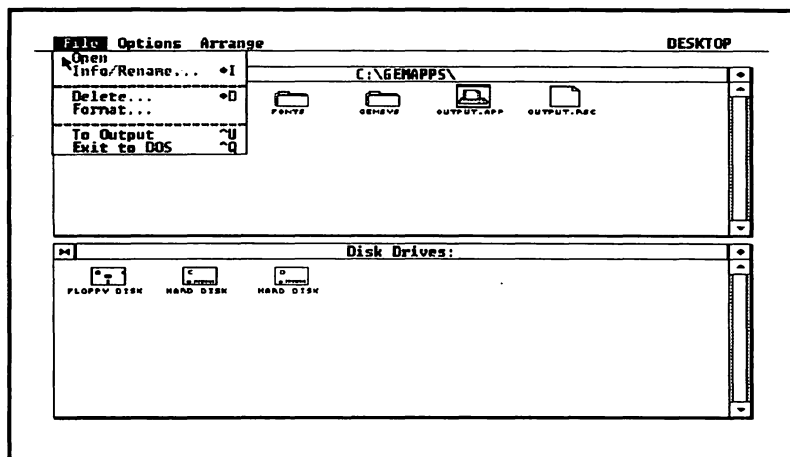


Figure 2-7 Pulling down a menu.

Notice some of the menu options in the menu are “ghosted”; that is, they’re light grey. Ghosted items can’t be selected at the present time. Also notice that some of the items are followed by a couple of characters like ^Q.. These are shortcuts, and once you get familiar with the Desktop you can just type these characters instead of pulling down the menu and selecting the item. The carat (^) stands for the [Ctrl] key and the diamond-shaped character stands for the [Alt] key.

Just read the next sentence to soak up the information: don’t try to do what it says. From now on when I say something like “pull down the **File** menu, and select **Open**,” I mean for you to move the mouse pointer to the **File** menu title at the top of the screen and when the menu displays, click on **Open**.

To close a pull-down menu without selecting any of its options, you just move the pointer away off the menu and away from the other menu titles and click. Now move the pointer off the menu and click to close the File pull-down menu.

Icons

Icons are small pictures representing functions or entities. For example, notice the icons shaped like file folders; these represent

Changing GEM's Double-click Speed (Optional)

directories. From now on I'll be using the terms "directory" and "folder" interchangeably.

Windows

Notice the two large white rectangles on the screen. These are called *windows*. At the top of each window is a shaded area called a *title bar*. Notice the title bar at the top of the upper window says **C:\GEMAPPS**. This tells you the window contains a directory listing of the GEMAPPS folder on drive C. It looks a lot different than what you see when you type "DIR" at the C:\> prompt, doesn't it? You'll see the folder icons representing the subdirectories. Other icons represent files or programs. You may be curious about the folder labeled **New Folder**; it's used to create new subdirectories (for information, see the GEM Desktop manual).

The title bar of the lower window says **Disk Drives**. Notice the floppy-disk and hard-disk icons. You use the icons in this window to change the active drive. More on this later.

To get an idea of how you can use the Desktop, move the pointer to the **GEMSYS** folder in the upper window. Now double-click the mouse (remember, this means to click the left mouse button twice in quick succession). If nothing happens, you may be taking too long between clicks—try again. If you keep having trouble, you can change GEM's double-click speed (see below). Notice the upper window now displays the **C:\GEMAPPS\GEMSYS** directory. When you double-click on a folder, GEM changes the current directory. So now you're in the C:\GEMAPPS\GEMSYS directory. Just as if you had typed **CD \GEMAPPS\GEMSYS** at the DOS prompt.

Changing GEM's Double-click Speed (Optional)

If nothing happens when you double-click the mouse on an icon, you're taking too long between clicks. Most people who haven't

used a mouse have trouble double-clicking. If you don't have lightning fingers, you can change GEM's double-click speed. Here's how:

1. Pull down the **Options** menu and select **Set preferences**. (Remember, this means to move the pointer to the word **Options** at the top of the screen, and when the menu displays, click on the item, **Set Preferences**).
2. You'll see a box with the title, **Set Preferences**. About half-way down, you'll see the words **Double-click speed** and there are four speed options: **Slow**, **2**, **3**, **4**, and **Fast**. On your system, **3** is probably highlighted. I suggest you change the double-click speed to **Slow**. Click on **Slow**, and it will become highlighted. Now click on **OK** near the bottom of the box.
3. Now you're back at the desktop. Pull down the **Options** menu again, and select **Save Desktop**. This will ensure that GEM will remember you changed the double-click speed the next time you enter the GEM desktop.

From now on you'll be able to double-click your mouse at a slower rate. When you become more proficient, you can follow these steps again and set the double-click speed to a faster rate, if you want.

Close Box

Notice the small box in the upper-left corner of both windows (see figure 2-6). It's called a *close box*, and you can use it to go back to the folder that contains the folder whose contents are displayed in the window. In other words, when you click on the close box, GEM takes you back to the parent directory just as if you typed **CD . . .** at the DOS prompt. Right now, the title bar tells you you're in the **C:\GEMAPPS\GEMSYS** folder. Move the pointer to the upper window's close box and click. The window's title bar tells you you're back in the **GEMAPPS** directory.

Changing GEM's Double-click Speed (Optional)

Now let's practice changing directories. Click on the close box in the upper-left corner of the upper window. The window's title bar tells you you're now in the root directory (C:\). Let's make the DOS directory the current directory. Find the **DOS** folder, and double click on it. You'll see the DOS directory's files display in the upper window. There are so many icons in the DOS directory that you can't see them all in the window. I'm about to show you how to see the rest of the icons.

Scroll-Bar Slider

Along the right side of the top window is a white rectangular bar called a *scroll-bar slider* (see figure 2-6). You use it to "scroll through" the contents of the window. Move the pointer to the scroll-bar slider, hold down the left mouse button, and move the pointer downward about a half an inch while continuing to hold down the mouse button. Now release the mouse button, and you'll see some new icons. You just scrolled down. The action of holding down the left mouse button while you move the mouse is called *dragging*. Now move the pointer to the scroll bar again, drag the mouse up until the scroll bar is as far up as it will go, and release the mouse. You're back at the top of the window again.



You'll only be able to move the scroll bar slider if there are more icons than can be seen in the window.

Full Box

The small box at the upper-right corner of the window is called the *full box* (see figure 2-6). You can use it to make the window the full size of the desktop. You may want to do this to enlarge the window so you can see more files at a time. Move the pointer to the upper window's full box and click. As you can see, the upper window is now full-sized and the lower window is no longer visible. When the window is full-sized, you can use the full box to return the window to its original size. Now move the pointer to the full box again and click.

Let's return to the C:\GEMAPPS directory. Remember, you're presently in the C:\DOS directory. Click the close box in the upper window to return to the root directory (C:\). Now double-click on the **GEMAPPS** folder (if you don't see it, you may have to scroll the window with the scroll-bar slider). After you click on the folder, the **GEMAPPS** directory should be displayed in the upper window.

Desktop Functions: A Review

Now I'll briefly summarize some basic desktop operations. Some of these we've already talked about, but a little review never hurt anybody. Just read about the functions; don't try to do them now. You can refer back here later if you want to perform any of these operations.

Opening a Folder

To open a folder, move the pointer to the folder's icon and double-click. This will cause the folder's icons (files and possibly other folders) to display in the window. This is essentially the same as changing the current directory and listing the directory's contents.

Closing a Folder

When a window displays the contents of an open folder, you can close the folder by clicking on the close box in the upper-left corner of the window. When you close a folder, the parent directory's contents will display in the window. This is essentially the same as making the parent directory the current directory.

Changing the Active Drive

To change the active drive, move the pointer to the drive's icon in the **Disk Drives** window, and double-click. If you're selecting a floppy drive, be sure there's a disk in that drive. When you select a drive, the folders and files in the drive's root directory will appear in the window. This is essentially the same as changing the active drive and listing the contents of the drive's root directory.



Updating the Display: If you put a different disk in the floppy drive while that drive is the active drive, GEM will continue to show you the contents of the first disk. To have GEM read the new disk and display the contents of the new disk, press [Esc].

Closing a Drive

When a window contains a drive's root directory (e.g., **C:** or **A:**) you can close the drive by clicking on the close box at the upper-left corner of the window. When you close a drive, the window will display the various drive selections (that's what you see now in the lower window). Usually, you'll use this operation when you've made a floppy drive the active drive and you want to go back to the C drive.

Running Programs

To run a program under GEM, you double-click the program's icon. GEM programs such as GEM Draw Plus are called *applications*, and they're followed by the ".APP" extension. For example, the GEM Draw Plus program icon is labeled **DRAW.APP**. So, to run GEM Draw Plus, you'd double-click on that icon (it's not on the screen right now, because you haven't installed it yet).

To start a program that's *not* a GEM application, you double-click on the program's "COM", "BAT", or "EXE" file icon. For example, if you have WordStar 5, you could run it by opening the **WS5** folder, moving the pointer to the **WS.EXE** icon, and double-clicking. **Don't do it now**; I just want you to know how to start a program. When starting a program this way, you may be asked to type some additional information (such as a filename) to start the program. When you exit a program you started in the GEM environment, you'll be returned to the GEM desktop. To make the most efficient use of memory, you should configure any non-GEM programs you want to launch from the desktop to run within GEM (for information, see the section "Configuring Applications" in the *GEM/3 Desktop User's Guide*).

Leaving the GEM Desktop Environment

Now I want you to exit the GEM Desktop. Pull down the **File** menu, and select **Exit to DOS** (remember, this means move the pointer to the **File** menu title at the top of the screen, and when the menu displays, click on the item, **Exit to DOS**).

You may have noticed the quick-key characters **^Q** next to the **Exit to DOS** option on the menu. Just so you'll know, this means you can also exit the GEM Desktop by holding down the **[Ctrl]** key and typing **Q**. Remember, these quick-keys only work when the pull-down menus are *not* displayed.

When you exit GEM, you'll be returned to the DOS prompt.



It's not a good idea to power down the computer while any GEM software is running. Always exit to DOS before turning off your computer.

Installing GEM Applications From the B: Drive

You'll be installing GEM Artline from the GEM Desktop. GEM always expects that all software will be installed using floppy drive A. If you need to install GEM Artline from drive B, you'll have to "fool" DOS into thinking that drive B is drive A. If you need to install GEM Artline from drive B, follow these steps:

1. Before you start GEM, type the following DOS command:

ASSIGN A = B [Enter]

2. Follow the steps listed in this manual (or the application's own manual) to install the software.
3. Once you've installed the software, remove any disks from all the diskette drives, exit to DOS, and type the following DOS command:

ASSIGN [Enter]

This will restore the floppy drives to their normal drive letters.

Conclusion

I've given you a quick overview of some of the GEM Desktop's features. There's a lot more you can do with the desktop. I suggest you read the *GEM/3 Desktop User's Guide* to learn more. When you have time, I suggest you learn how to copy and delete files and folders (see Section 3 of the *GEM/3 Desktop User's Guide*).

Chapter 3:

GEM Artline

GEM Artline is a professional-caliber graphics program that you can use to create high-quality drawings. GEM Artline is ideal for creating graphic images to be used in desktop publishing. In this chapter, we'll install GEM Artline and use it to create a logo.

Installing GEM Artline



*If you're installing from drive B: As I explained at the end of Chapter 2, you'll need to fool DOS into thinking drive B is drive A. Before installing GEM Artline, type the following command at the DOS prompt (if you're at the GEM Desktop exit to DOS first): **ASSIGN A=B** [Enter]. Then proceed with the steps below exactly as written.*



GEM Artline requires 1.2 megabytes of hard disk space.

1. We're going to install GEM Artline from the GEM Desktop, so if you're not already there, type **GEM** [Enter].
2. If you're installing GEM from drive B, please be sure you read the Important note above. Insert the Artline Program Disk into the drive. Move the pointer to the **A Floppy**

Disk icon in the lower window and double-click the mouse. This will make the floppy drive the current drive, and you'll see the floppy disk's contents display in the window.

3. Move the pointer to the hammer icon labeled **INSTALL.APP** and double-click the mouse to start the program that installs GEM Artline.
4. You'll see a dialog telling you Artline will be installed on the hard disk and some new folders that will be created. Click on **OK**.

If you have more than one hard drive: You'll be asked to select a drive. You should use the same drive you installed the desktop on.

You'll see a message telling you that files are being copied and a small hour glass icon which lets you know you'll have to wait a few seconds.

5. If you're using low-density disks, you'll be prompted to insert additional disks. Insert the disks as requested and click on **OK** to continue.
6. You'll see a dialog telling you the installation is complete and giving the location of some sample picture files. Click on **OK**.
7. You're back at the Desktop. Click on the close box at the upper-left corner of the lower window. The lower window's title bar now says **Disk Drives**. The installation is complete; remove the disk from the floppy drive.

If you installed from drive B: You should now reassign your floppy drives to the way they were before you installed GEM Artline. Pull down the File menu and select **Exit to DOS**. At the DOS prompt, type **ASSIGN [Enter]**. Then, restart GEM by typing **GEM [Enter]**.

Starting GEM Artline

Here comes the fun part: learning GEM Artline. Now that you're familiar with the GEM interface, you should find it fairly easy to learn GEM Artline. You should be at the GEM Desktop screen. GEM Artline is in the GEMAPPS folder, so be sure the title bar says C:\GEMAPPS\. Now double-click on the **ARTLINE.APP** icon to start GEM Artline.

You'll soon be at GEM Artline's main screen (see figure 3-1).

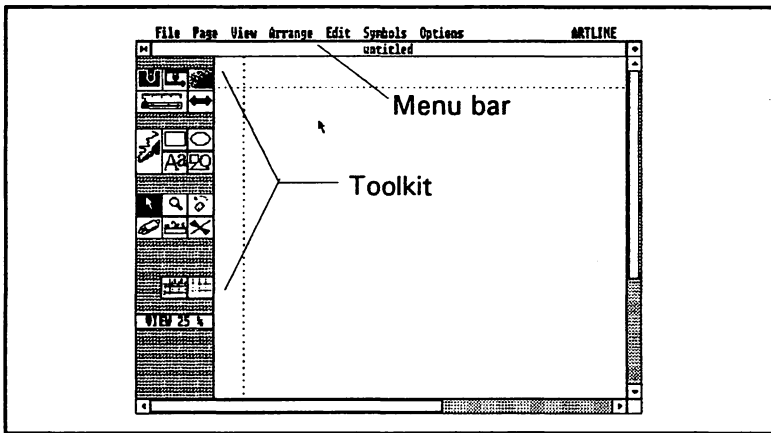


Figure 3-1 Artline's main screen.

At the top of the screen are a number of pull-down menu titles. The blank area that takes up most of the screen is the drawing area. The small dots in the drawing area are grid points that help you align various parts of your drawing. At the left side of the screen are several icons representing the tools you use to create your drawings.

Elements

Before I describe the parts of the GEM Artline screen, I want to explain some general concepts about GEM Artline images. A GEM Artline drawing is composed of basic building blocks called *elements*. For example, an element can be a circle, a square, a polygon, text, or a free-hand sketch. Each time you select one of the drawing tools and use it to draw something, you're creating an element. For example, if you select the circle tool and then go to the drawing area and create a circle, that circle is an element. Then if you create a square, the square will be a separate element, and so on. The advantage of elements is that you can manipulate them individually. You can move, resize, copy, delete, or rotate any individual element.

The term *current* or *selected element* refers to the element (or group of elements) that is currently selected. The current element will be surrounded by a box. When you create an element, it automatically becomes the current element and is surrounded by a black rectangle. Since this rectangle encloses the element in all directions, it's called the element's *extents*. For example, if you create a circle, it will be surrounded by extents, indicating that the circle is the current element.

The Tools

Now I'll briefly explain the tools on the drawing screen (see figure 3-2). To select (or pick up) a tool, you move the pointer to its icon and click. When you pick up a tool, its icon will become highlighted. Then you can move the pointer to the drawing area and start using the tool.

Figure 3-2 above lists the names of the GEM Artline tools. GEM Artline's toolkit is divided into four sections. The top group of tools control an element's appearance its outline and the color of its surface. The second group of tools perform most of the basic drawing tasks, creating simple shapes, adding text, or

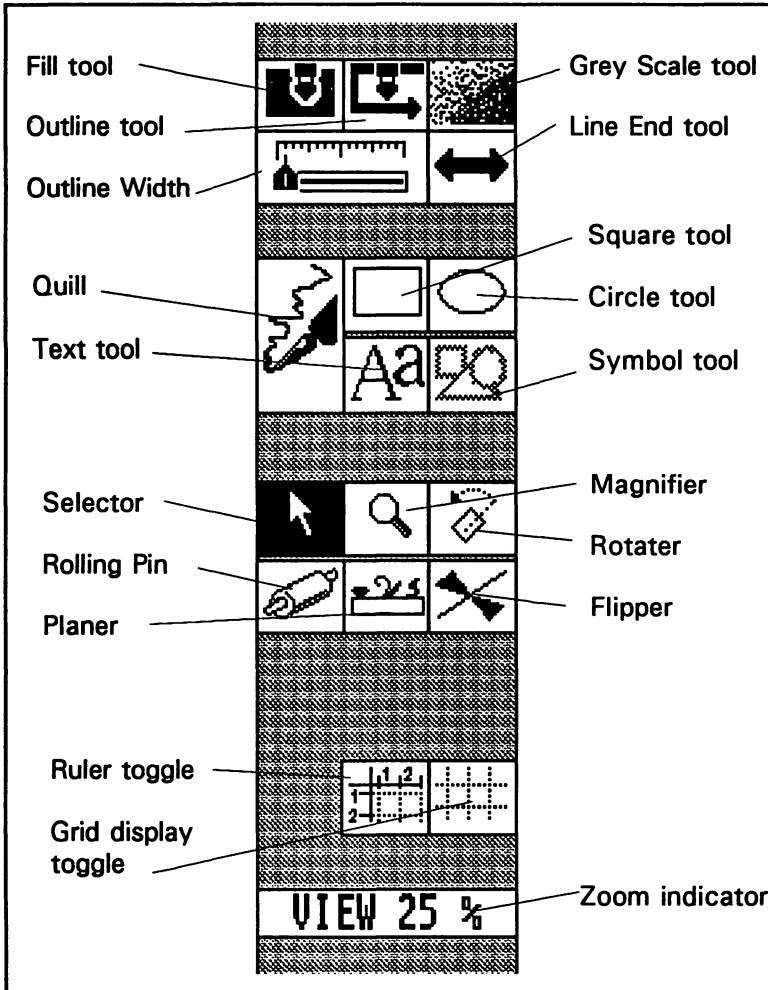


Figure 3-2 The toolkit and its tools.

drawing lines. The third group contains the Selector tool and the special effects tools that let you distort, rotate, or flip images. The bottom group controls whether the grid (a series of dots that can help you align elements on the page) or the rulers are displayed. I'll explain the tools in more detail as we use them later.



If you need to know which tool is which while you're going through the lesson in this chapter, see figure 3-2 above.

Now, let's create a logo for a business letterhead. Figure 3-3 below shows the finished logo.



Figure 3-3 The finished logo.

First, let's change the view so that we can use the full page as we create the logo. Pull down the **View** menu and select **Full View**. Your screen will look like the one in figure 3-4.

GEM Artline has a grid that imposes a certain degree of alignment on your drawings (GEM Artline calls this snapping to the grid). This grid won't be useful in the drawing we're about to do, so let's turn it off. Pull down the **Page** menu, and select **Snap Off**.

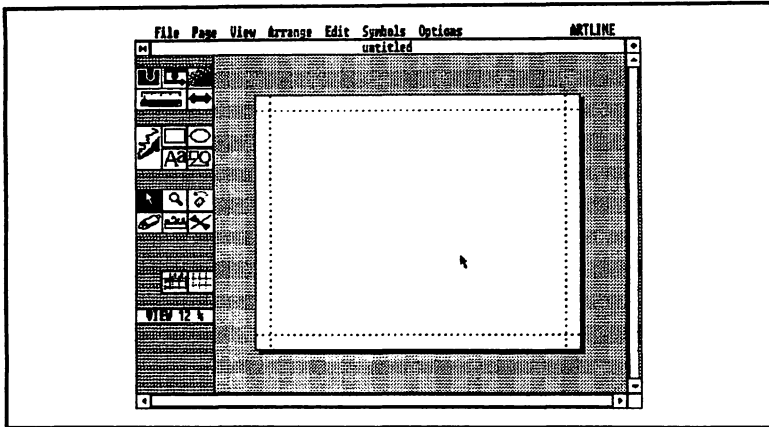


Figure 3-4 The full view of the entire page.

Drawing Elements with the Quill

Now, let's create the first element of the logo, the lightning bolt. We'll use the Quill tool (it's the left-most tool in the second group see figure 3-2). The Quill tool draws curves, lines, or irregular shapes (such as a lightning bolt). To draw with the Quill tool, first pick up the tool. Then, click the mouse pointer where you want to place the corners of the lightning bolt. Let's try it now. Click on the Quill tool, then move the pointer onto the drawing area. The cursor will now be displayed as a cross-hair inside a circle.

Click where you want to place the upper-left corner of the lightning bolt. Don't worry about exact placement we'll make fine adjustments later. A small box will display (that's the first corner of the bolt), and the cursor will display as a cross-hairs. Now, move the cursor down and slightly to the left, and click to place another corner. When you click the mouse, you'll see a line connect the corners you just placed (see figure 3-5).

Now move the cursor to the right of the corner you just placed, and click again. You'll see another line segment appear, joining

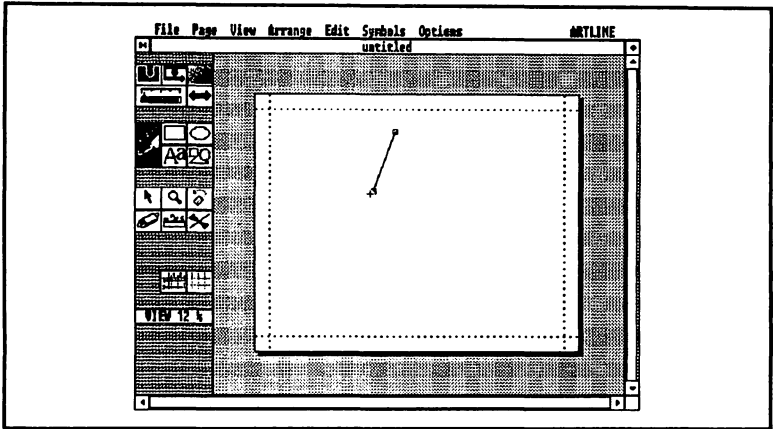


Figure 3-5 Drawing the first line.

all three corners. Continue to draw the lightning bolt, one corner at a time. Again, don't be concerned if any of the corners is slightly out of alignment I'll show you how to make adjustments in a few moments. **Don't close the bolt at the top stop drawing corners when the bolt looks like the one in figure 3-6.**

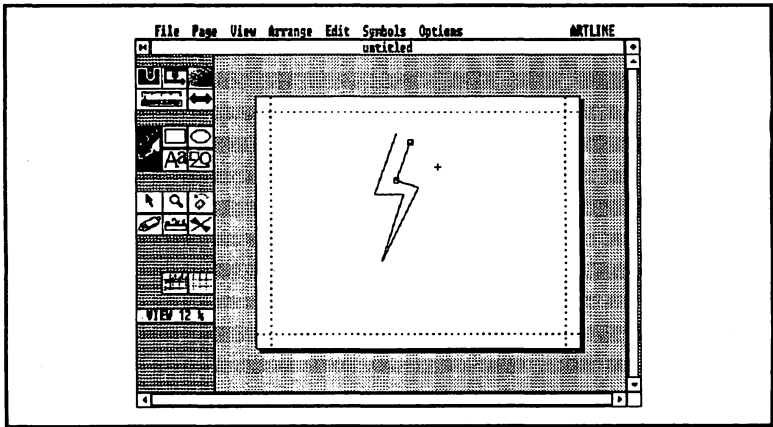


Figure 3-6 Completing the bolt.



*If you don't like what you've drawn, and want to start from scratch, pull down the **File** menu, select **New**. You can then begin again with a fresh, blank screen.*

To close the bolt, double-click. You'll see the bolt become filled in, and extents will appear around the bolt to show that it's selected. You'll also see the pointer display as a circle and cross-hair again (as in figure 3-7).

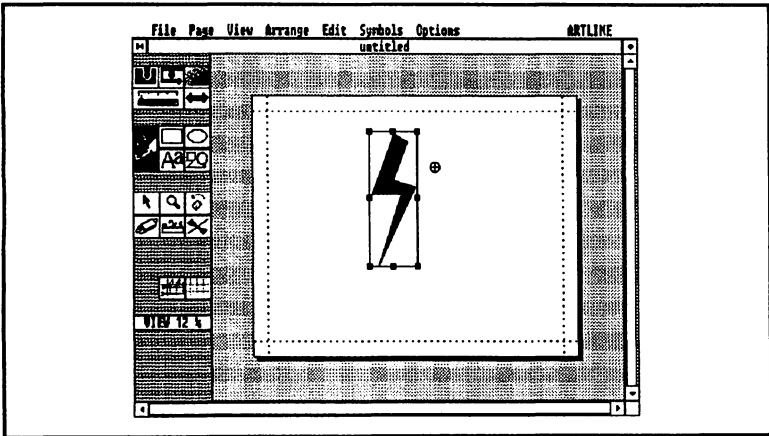


Figure 3-7 The lightning bolt, filled in.



*If the figure isn't filled in when you double-click, but the extents appear and the cursor changes to a circle and cross-hair, press **[F10]**. **[F10]** switches between outline-only mode and filled-figure mode. Outline-only mode displays elements faster, but doesn't show how they're filled in, or in what order they're layered on top of one another.*



*The Quill tool can also draw curved lines. For a good description of how to use the Quill tool to draw curves, see page 6-4 in the *GEM Artline User's Guide*.*

Adjusting Elements with the Planer

Now that you've drawn the lightning bolt, you may want to adjust some of the corners. The **Planer** tool (see figure 3-2) moves the corners you placed with the Quill tool.

Let's make some adjustments to the bolt. Click on the Planer tool to pick it up. Now move the pointer to the corner you want to move, and click on it.



Most corners, when selected, will appear as small squares. The first corner of the element will appear as an X; the last will appear as a + (plus sign).

When the corner has been selected, make sure the pointer is directly on top of the corner you want to move, then drag the corner (press and hold the left-mouse button, then move the mouse) to its new location. Figure 3-8 shows a typical adjustment you might make.

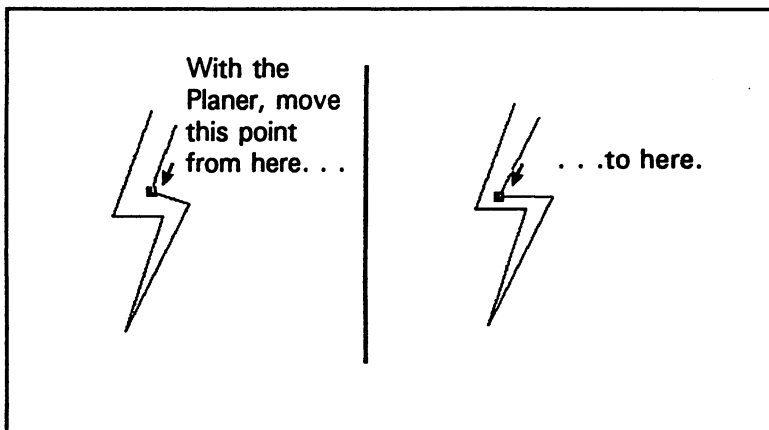


Figure 3-8 Making adjustments with the Planer.

Notice that when you're using the Planer, GEM Artline displays the lightning bolt in outline-only mode. In this mode, the top of the bolt seems to be missing. Actually, it's not missing GEM Artline will close the bolt when you press **[F10]** and return to filled figure mode.

If you like, you can adjust any of the other corners. When you're satisfied with any adjustments you've made to the lightning bolt, press **[F10]** to return to filled-figure mode and check your work.

Using the Selector Tool to Move Elements

Now that the lightning bolt is complete, let's move it out of the way until we need it again. The Selector tool lets you move (and resize, as we'll see later) the selected elements.

The Selector tool should already be highlighted (it's picked up automatically when you switch to filled-figure mode), but if it's not, click on it to pick it up. Then move the pointer to the lightning bolt, and click on it. You'll see the extents display around the bolt. Now move the pointer into the center of the bolt (make sure it's not on any of the extents), and drag the bolt to the side of the page. As you drag the mouse, you'll see a palm-down pointer inside the rectangle. That rectangle shows you where the extents of the selected figure will be placed when you release the mouse button. Since we're just moving the figure out of the way for the time being, it doesn't really matter where the bolt is placed anywhere off to the side will do.

Adding Text to the Logo

Next, let's add the logo's text. Pick up the Text tool (it looks like an upper- and lower-case A), and move the pointer back into the drawing area. You'll see the pointer change to a capital-I

Adding Text to the Logo

shape (sometimes called an I-beam or text cursor). This tool positions and enters text into the drawing.

We'll add each of the words as a separate text element (you'll see why in a moment). Move the text cursor to just above the center of the page, and click the mouse. You'll see the **Create Text Item** window display (as in figure 3-9). This window lets you enter text, and select its font and size.

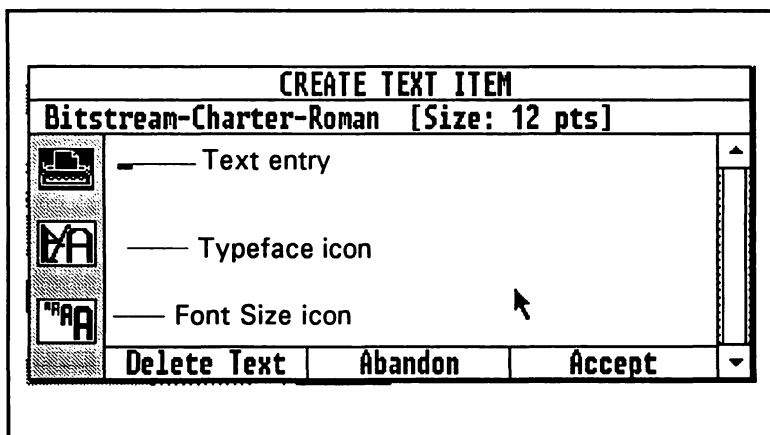


Figure 3-9 The Create Text Item window.

First, select the font size (see figure 3-9). Click on the **Font Size** icon (see figure 3-9). When the Font Size window displays, you'll see the cursor on the **Size** line, with the starting size of **12 pts** (for points, a measure of text size). Press **[Esc]** to erase the number that's there, then type **40** and click on **Accept**. You'll see the **Create Text Item** window redisplay.

Now, select the font. Click on the **Typeface** icon (see figure 3-9). You'll see a list of fonts display. Click on **Nimbus Sans Bold**, then click on **Accept**. You'll see the **Create Text Item** window redisplay, listing the font you selected (**Nimbus Sans Bold**) and the size (**40 pts**).

Note: GEM Artline handles fonts differently than the other GEM programs; it includes its own built-in Bitstream fonts. Fonts in GEM Artline can be any size you want.

You're ready to type in the text. Type the first word in the logo, **Stratus**, and click on **Accept**. When the working screen displays, you'll see your text, selected by the extents (as in figure 3-10).

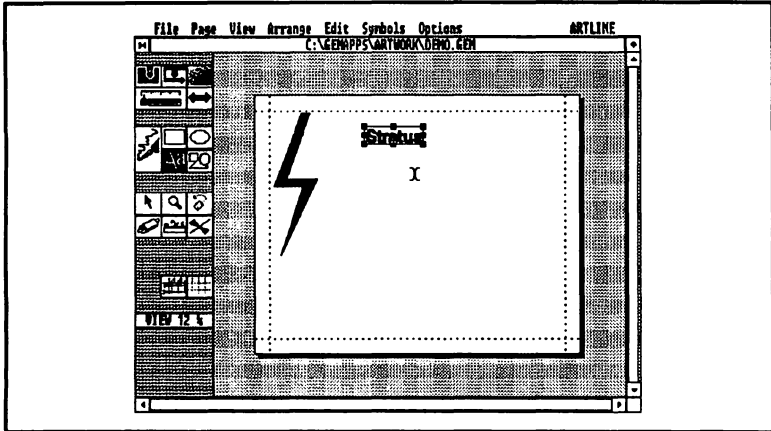


Figure 3-10 The first text element.

Let's enter the remaining text. Move the cursor to just below the word **Stratus**. The Text tool should still be in use; click the mouse, and you'll see the **Create Text Item** window again. Notice that the typeface and size you selected earlier are still being used. Type **Sound**, and click on **Accept**. Move the cursor, and add the next word, **and**, then click on **Accept**. Next, move the cursor below the word **and**, then click. Finally, add the word, **Light**, and click on **Accept**. Your screen should look something like figure 3-11.



You may be wondering why I haven't been very precise about where you place text in the drawing area. For most applications, I think it's easier to enter all the text at once and align and

Zooming In with the Magnifier

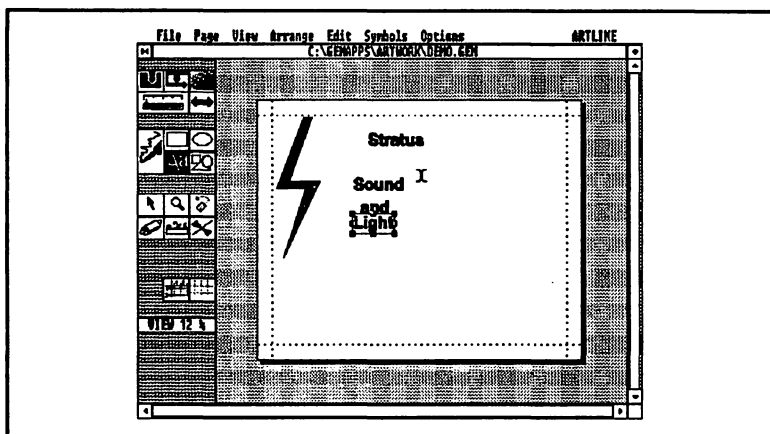


Figure 3-11 Adding the last text element.

resize it with the Selector tool, than to take the time to position the text exactly when you enter it. However, if you ever need text at exact locations and exact point sizes, you can be very precise with the Text tool alone. See your GEM Artline manuals for more information.

Zooming In with the Magnifier

At this point, we're going to work with a small portion of the drawing area. To zoom in on a portion of the drawing area, use the Magnifier.

Let's do that now. Pick up the Magnifier (it's the small magnifying glass in the third group of tools), and move the pointer back to the drawing area. The pointer will change to a magnifying glass. Put the Magnifier in the middle of the words Sound and Light, then press and hold the left mouse button. Drag the mouse diagonally, and a box will appear on the screen. Keep dragging the mouse until the box surrounds (or almost surrounds) the words Sound and Light (as shown in figure 3-12),

then release the mouse button. In a moment, you'll see the area you selected with the Magnifier display in detail. (By the way, if you didn't quite get all three words in, you can adjust the screen with the scroll bars until the text elements fit within the drawing area.)

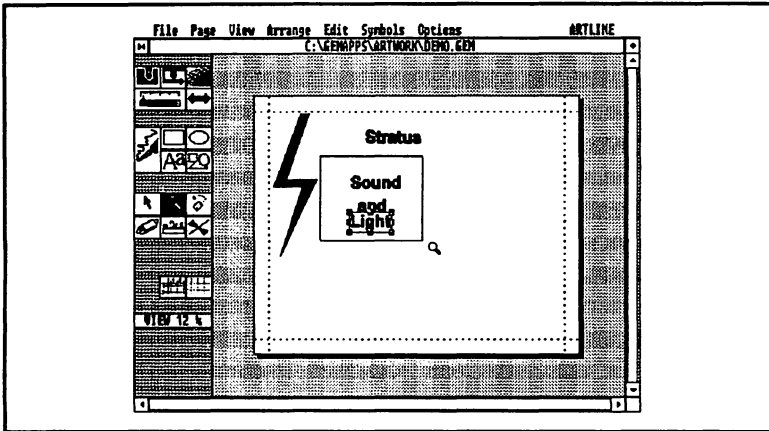


Figure 3-12 Using the Magnifier.

Aligning Selected Elements

Now we're ready to align the three words so they're centered over each other. Pick up the Selector from the toolbox. Click on a word to select it, then move the cursor inside the extents and drag the word where you want to place it. Move each of the words so that they're spaced one above the other the way you want them. Don't work too hard to center them precisely I'll show you how to do that in a moment.

When the words are spaced one above the other the way you want them, select the three words **Sound**, **and**, and **Light**. There are two ways to do that: either move the mouse away from the words and drag a rubber-band box around them, or shift-click on each word (that is, hold the [Shift] key while you click the mouse button). You'll know that all three words are selected

when you see the rectangles and extents surrounding each of them.



See page 3-6 in the GEM Artline User's Guide for more information on selecting multiple elements.

Now pull down the Arrange menu. At the bottom of the menu are several sets of arrows. These indicate the ways you can align the selected elements on the screen. The horizontal center selector is two arrows facing a central bar (like this: $\rightarrow||\leftarrow$, and as shown selected in figure 3-13). Click on that selector, and you'll see the three words nicely centered on your screen.

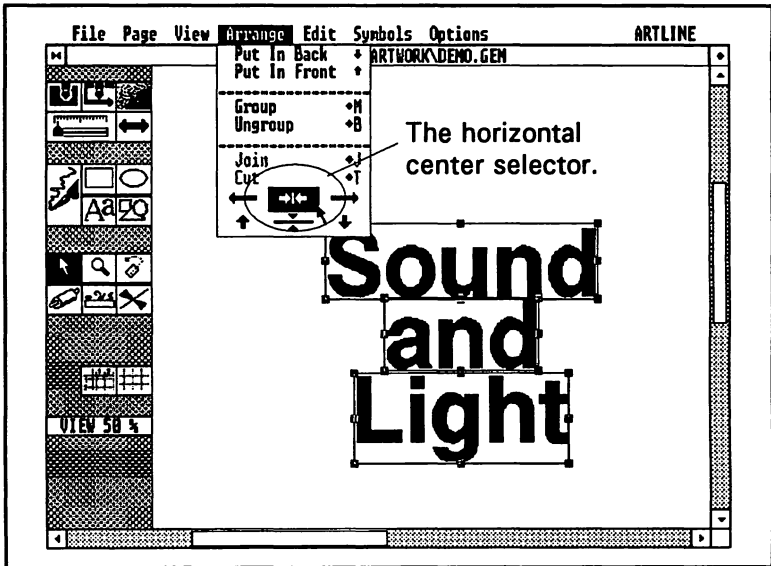


Figure 3-13 Aligning the selected text elements.



The Arrange menu lets you arrange two or more selected objects relative to each other. It won't arrange objects relative to the page or to the drawing area.

Grouping Elements

Now that these three words are nicely aligned, we can *group* them so that GEM Artline will treat them as a single unit (this will keep them from accidentally being separated or misaligned while they're being moved around on the page).

All three items should still be selected (if they're not, select them as described above). Pull down the **Arrange** menu again, and select **Group**. A single extent will now appear around all three words they're now a single element.



*If for any reason you need to break a group apart to edit one of its individual elements, use the **Ungroup** option on the **Arrange** menu. You can always regroup the elements later.*

Using Copy and Fill to Add a Drop Shadow

Adding drop shadows is a way to make graphic elements pop out of the page. Drop shadows are easy to add, using GEM Artline's **COPY** command.

The **Sound and Light** group should still be selected (if it's not, select it now). Now pull down the **Edit** menu and select **Copy**. You'll see a copy of the text group display on the screen.

We'll let the original group be the shadow and we'll change the fill of the new group to white. Select the **Fill** tool (it's the first tool in the top group), and select **White**. Your screen should now look like the one in figure 3-14.

Now, move the white copy so it's slightly above and to the left of the black copy. As you're moving the copy, watch the moving rectangle. Place the upper left corner of the rectangle just above

Using Copy and Fill to Add a Drop Shadow

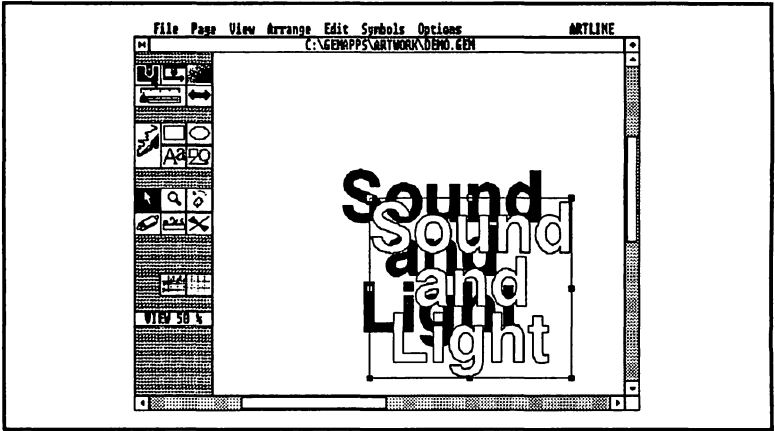


Figure 3-14 Changing the copy from black to white.

the upper left corner of the black S of Sound. Adjust the white text until it looks like figure 3-15.

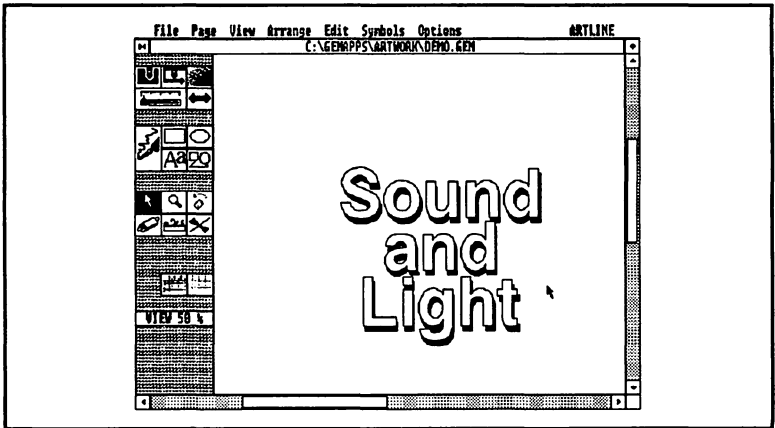


Figure 3-15 A finished drop shadow.

When you're satisfied with your drop shadow, select both the white and black copies and group them together. The easiest way to do this is to pick up the Selector tool, then move the pointer

above and to the left of the *S* in **Sound**, then drag a rubber band around the text.

Now, let's go back to the full view. Pull down the **View** menu and select **Full View**. When the full view displays, notice the difference between the words with the drop shadow and the word without it.

Now, use the Magnifier to zoom in on **Stratus**, and add the drop shadow. Remember to group the two copies when you're done. Figure 3-16 shows what a finished copy might look like.

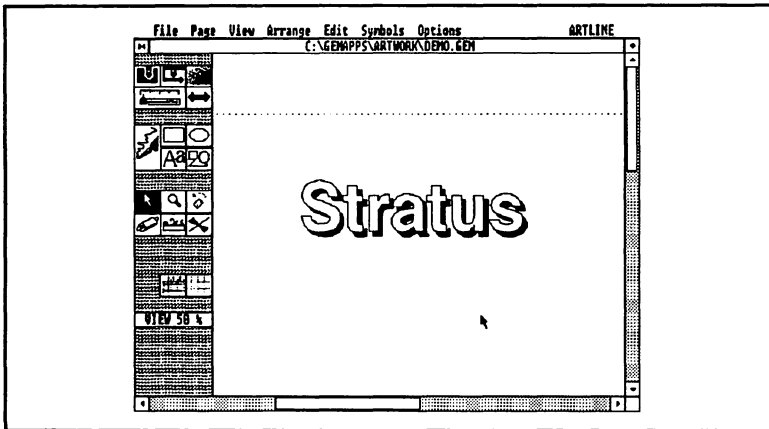


Figure 3-16 The drop shadow on the other text element.

When you've finished adding the drop shadow to **Stratus**, zoom back to the full view.

Resizing Elements with the Selector

Now, let's put these three elements (the lightning bolt, and the two text elements) in place and at their proper size. Make sure you're using the Selector tool, then move the elements into position (as shown in figure 3-17). When they're in place, select the **Stratus** element.

Resizing Elements with the Selector

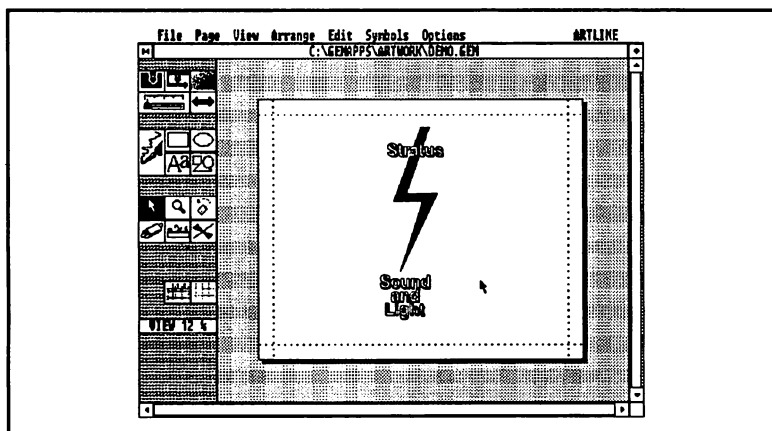


Figure 3-17 The elements in position.

Up to now, we've been avoiding the extents when we've used the Selector tool. This time, we're going to use them to resize the elements. Point the Selector tool at the lower-left extent, and drag it with the mouse. You'll see the cursor change to a pointing hand, and you'll see the extent rectangle change shape as you move the mouse.



If you see the flat hand instead of the pointing hand, you didn't grab the extent properly. Put the Selector tool right on the extent and try again.

You can resize an element by dragging any of the extents. You can also distort the element while you're resizing it. If you see the text become too fat or too thin, just adjust it until it's the size and shape you like. It's OK to leave this particular text a little thinner than when it started (I think it looks better in the finished logo).

When you've finished resizing the first text element, go ahead and resize the second if you'd like. You can also reposition the elements, if necessary. When you're done, your screen should look like figure 3-18.

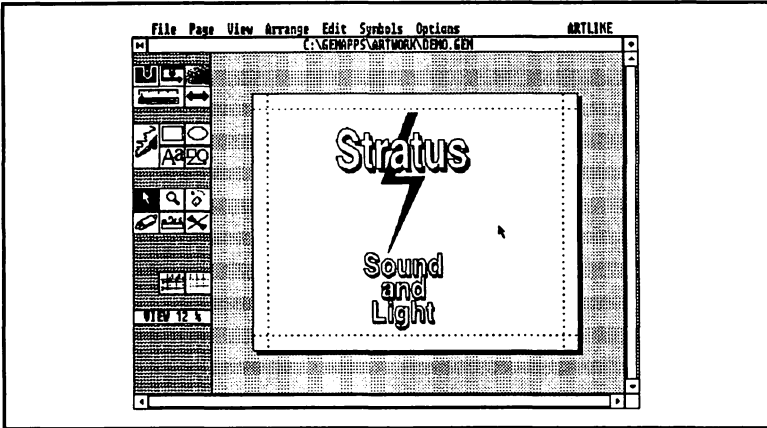


Figure 3-18 The resized elements.

Saving the File

You've done a good deal of work on the logo, and when working with a complex image, it's a good idea to save the image regularly just in case you need to go back to an earlier version.

To save the drawing, pull down the **File** menu, and select **Save as** (you use this selection to save a new drawing or to make a copy of an old drawing under a new name). A dialog will display, and you'll have to give your file a name. The directory is listed as **C:\GEMAPPS\ARTWORK*.GEM**. Unless you change this, your drawing will be saved in the **\GEMAPPS\ARTWORK** directory with the extension **GEM**. Notice the vertical line in the **Selection** field. This is where you name your drawing. Type **LOGO**. GEM Artline will automatically add the **.GEM** extension; your drawing will be saved as **LOGO.GEM**. Now click on **OK** to save the drawing.



*Once you've saved a drawing, you can save it later under its current name by selecting **Save** from the **File** menu, or by typing the shortcut key **[Ctrl]-V**.*



If you'd like to learn how to save a drawing in a different directory, see the "Item Selector Dialog" on pages 12-9 through 12-13 of the GEM/3 Desktop User's Guide.

Using the Rolling Pin to Add Perspective

Perspective (making a two-dimensional element appear three-dimensional) is one of GEM Artline's most advanced and useful abilities. The Rolling Pin lets you expand or contract parts of an element to give it the illusion of perspective.



GEM Artline can't undo changes made by the Rolling Pin. When you're working with the Rolling Pin, I suggest you save your work frequently, in case you overdo it on a complex element.

Let's make Sound and Light appear as though it were lying flat on a plane that cuts through the screen. First, we need to adjust the image with the Selector tool to give it the flat look. Select the element Sound and Light, then flatten it by pulling one of the top corner extents (as in figure 3-19). Then, reposition the text element back under the lightning bolt (this will give you a little more room to work).

With Sound and Light still selected, pick up the Rolling Pin tool. Move the pointer to the lower-left extent, and drag it to the left. Notice that this time only that extent will move. As you drag the extent, look at the bottom line of the moving rectangle. Try to keep it as straight as possible. When your screen looks like figure 3-20, release the mouse button. You'll see the text element leaning towards the left.

Now repeat the same steps with the lower-right extent. Pull it about as far out as you did the left side, to keep the image symmetrical. When you're done, your screen should look similar to the one in figure 3-21.

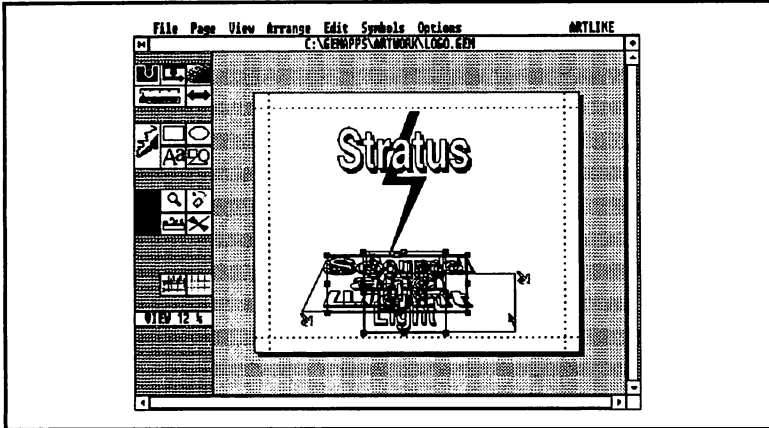


Figure 3-21 The text element now lies "flat."

You can make further adjustments to the text if you like (e.g., you could add a more extreme lean, or move the extent back to lessen the perspective effect). When you're satisfied with the element, *save your picture*.

Now, add the perspective to the other text element. Look at figure 3-3, and see how the right side of Stratus seems to be further into the page than the right. To get this effect, first select Stratus with the Selector tool. Then, use the Rolling Pin to pull the upper-left extent *straight up*, and the lower-left extent *straight down*. You can also shrink the right side by pulling the upper-right extent *down*, and the bottom-right extent *up* (see figure 3-22 to get started).

When you've finished with the Rolling Pin, reposition the elements on the screen to match figure 3-3 (remember to pick up the Selector tool first), and save the picture.

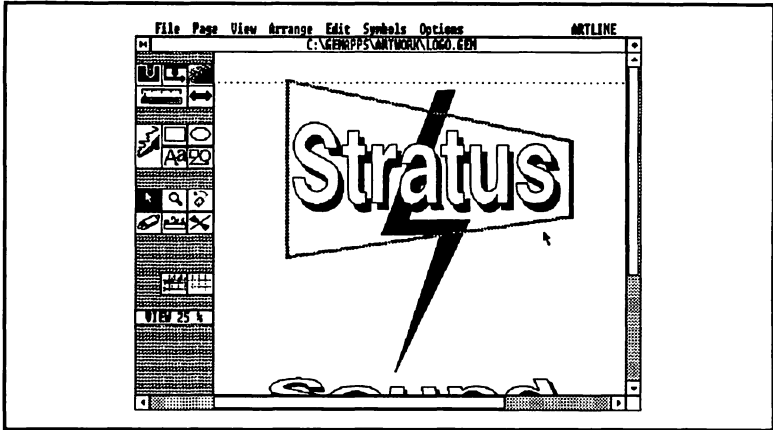


Figure 3-22 Guide lines for dragging the extents.

Drawing the Circle and Sending it to the Back

The last element to add to the picture is a circle (see figure 3-3). Pick up the Circle tool, put the pointer near the beginning of the word Stratus, and drag the mouse toward the lower-right corner of the screen to draw the circle. Don't be concerned about covering up the elements you've already drawn remember, in GEM Artline each element is distinct, and you always maintain control over individual elements.

Once the circle is drawn, you can adjust its position or shape with the extents (e.g., adjust its roundness). Before you do anything else with it, let's change its fill from black to a medium gray. Select the **Grey Level** tool (the upper-right tool in the first group), and then select **59%**. You'll see the circle change color to a dappled grey.

Now, you'll need to put the circle in its proper position behind the other elements you've already drawn. With the circle still selected, pull down the **Arrange** menu, and select **Put in Back**. You'll see the circle redisplay, this time behind all the other

elements. If you want, you can also reposition or resize the circle after it's been put in back.

Let's add some final touches to the drawing. First, select the lightning bolt. Then, select the **Grey Level** tool, and set the grey level to **24%**.

Next, pull down the **Edit** menu, and select **Select All**. You'll see the extents appear around every element. Now pull down the **Arrange** menu, and select horizontal centering (the symbol that looks like this: ->|<). Click anywhere in the drawing area to unselect all the elements, and look at your work. You may need to make some small adjustments in size or position, but your screen should look very much like figure 3-3.

Now, save your picture.

Printing the Logo

To print the logo, pull down the **File** menu and select **To Output**. The Output screen will display. You'll see your **C:\GEMAPPS\ARTWORK\LOGO.GEM** file listed. If it's not already highlighted, click on the printer icon on the right side of the screen. To start the printout, click on the **Start** icon at the upper-left corner of the screen. You'll see a message telling you your file is printing. When it's finished printing, pull down the file menu and select **To Artline** to return to the drawing screen.



*If you're at the Output screen and you want to return to the GEM desktop, bypassing GEM Artline, just pull down the **File** menu and select **Quit**.*

Finishing Touches

After you look at the logo as printed, you may want to add some finishing touches. For example, you may want to make the circle lighter or darker. Or, you may want to make the outline of the white text thicker. See your GEM Artline manuals for more information about custom grey scales and outline thickness.

Before I tell you how to exit GEM Artline, I want to mention some features you may want to explore on your own.

The Rotator tool lets you rotate elements around any axis on the screen.

The Flip tool makes a mirror image of a selected element.

There's an extensive library of symbols in both black-and-white and color, including fruits, animals, and the flags of several nations and the U.N. Your *GEM Artline User's Guide* will tell you more.

Congratulations—you've learned the basics of GEM Artline! We've only scratched the surface of GEM Artline's many features. To get a good idea of some of GEM Artline's capabilities, take a look at the example files in the \GEMAPPS\ARTWORK directory (they were installed when you installed GEM Artline). You can also use GEM Artline to trace files imported from other graphics programs. Your GEM Artline guides will tell you more.

If you like, you can look at some of the sample files that came with GEM Artline. Just pull down the **File** menu, select **Open**, and double-click on any of the .GEM files in the file window.

Exiting Artline

To exit GEM Artline, pull down the **File** menu and select **Quit**.

A Few Words About Symbols

GEM Artline includes a feature called symbols which you can use to store and retrieve frequently used images for use in other drawings. For example, you could store the logo you just created as a symbol, and later incorporate it into any other GEM Artline drawing.

GEM Artline includes several sample symbols that were installed on your hard disk when you installed GEM Artline. If you want, you can use these symbols in your GEM Artline drawings.



If you want to know how to use symbols, see Section 5 of the GEM Artline User's Guide.

You received an additional disk containing more symbols. Here's how to install the additional symbols onto your hard disk:

1. Exit GEM. Insert the GEM Artline Symbols Pack Disk into the floppy drive and log onto the floppy drive by typing **A: [Enter]** (or **B: [Enter]** if you're using drive B). You'll see the **A:\>** or **B:\>** DOS prompt.
2. If you installed Artline on drive C, type **INSTALL [Enter]**.

If you installed Artline on a drive other than C: Type the following command (substitute the drive name for "x"):

COPY *.SYF x:\GEMAPPS\ARTWORK\SYMBOLS

3. Several files will be copied to your hard disk, then you'll be back at the **A:\>** or **B:\>** DOS prompt. Type **C: [Enter]** to log back onto your hard drive.

Conclusion

Congratulations! You've learned the basics of GEM Artline. As you've seen in this chapter, GEM Artline is a capable but complex program, and you'll probably want to spend some time exploring its many capabilities. I think you'll find that GEM Artline opens new possibilities for professional-looking graphics on your computer. For more information on GEM Artline's extensive features, see your GEM Artline user's guide.

Chapter 4

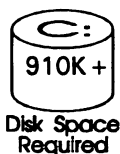
The GEM Conversion Utility

As a bonus for ordering GEM Artline from DAK, we've included a bonus utility program that you can use to convert GEM Artline files to other graphic formats (such as .PCX) for use in other programs, such as word processing or desktop publishing.

In this chapter, I'll show you how to install the conversion utility, and explain some of its features.



Before you install the conversion utility, be sure you've installed the GEM Desktop as described in Chapter 2 of this manual.



The conversion utility requires 910K of disk space, plus enough space to store the converted graphic files. The space required by the converted images depends on the size and type of the image. Large graphic files can require up to 1 meg or more of disk space.

Installing the Conversion Utility

Here's how to install the conversion utility on your hard drive.

1. Find the disk labeled GEM CONVERSION UTILITY DISK and insert it into the floppy drive, and log onto the floppy

Using the Conversion Utility

drive by typing **A: [Enter]** (or **B: [Enter]** if you're using drive B).

2. Type **INSTALL [Enter]** to start the installation program. You'll see a message about the installation; type **[Enter]** to continue.



If you see a message telling you that the installation program couldn't find the GEMAPPS directory, you may not have installed the GEM desktop according to the directions in chapter 2 of this manual. If you see this message, follow the on-screen directions.

3. You'll see a message telling you that files are being installed to the hard drive, and a list of files will display as they're being copied. In a few moments, you'll see the **C:\GEMAPPS\CONVERT> DOS** prompt.

Congratulations! You've installed the GEM conversion utility. Now, remove the utility disk from the floppy drive and store it in a safe place as a backup.

Using the Conversion Utility

Now you're ready to use the GEM conversion utility. To start the program, first change to the **\GEMAPPS\CONVERT** directory by typing **CD \GEMAPPS\CONVERT [Enter]** (if you've followed my instructions so far, you're already there). Then, type **HJD [Enter]**. In a moment, you'll see the conversion utility screen (as in figure 4-1).

At the top of the screen, you'll see a pull-down menu bar. Below it, you'll see the **Select File to be Converted** window. In the Select File window, you'll see three other windows: the Type window specifies which kind of graphics file (GEM, PCX, IMG, etc) you'll be converting to. The File window lists the

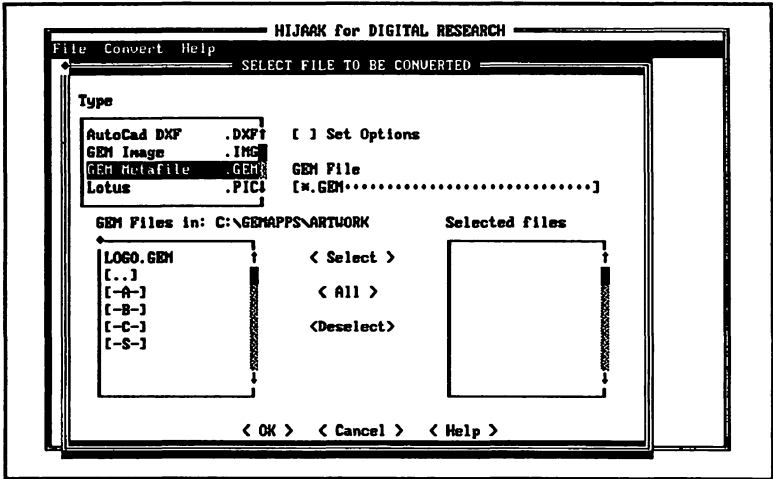


Figure 4-1 The Select File window.

graphics files in the current directory, and lets you select files or change directories. The Selected Files window lists the files you're going to convert.

For practice, let's convert the Stratus logo file to another format. Before you can convert a file, you need to select it. You can use the mouse or the keyboard to select files.

If you're using a mouse, move the cursor to the file window, and double-click on the double-dot ([...]) entry. The display will change; double-click on [ARTWORK]. You'll see LOGO.GEM in the list of files. Click on it to select it. Then, click on <Select>. You'll see STRATUS.GEM display in the Selected Files window. Now, click on <OK> (at the bottom of the screen) to continue.

If you're using the keyboard, you can use the highlighted hot-keys to move the cursor quickly around the screen. Press [Alt]-I to move the cursor to the Files window. Be sure that the double-dot entry ([...]) is highlighted (if it's not, use the up- or down-arrow keys to highlight it). Then

Using the Conversion Utility

press [Enter]. You'll see the display change. Use the down-arrow key to highlight [ARTWORK] and select it with [Enter]. You'll see LOGO.GEM in the list of files. Use the arrow keys to highlight it and type [Alt]-S to select the file. You'll see LOGO.GEM display in the Selected Files window. Now, press [Tab] until you see the <OK> button at the bottom of the screen highlight. When <OK> is highlighted, press [Enter].

Next, you'll see the **Destination Files** window display (as in figure 4-2). In the Type window, you'll see **PC Paintbrush .PCX** highlighted. This means that the conversion program is currently set to convert your GEM file into a PCX file. Let's convert your file to PCX.

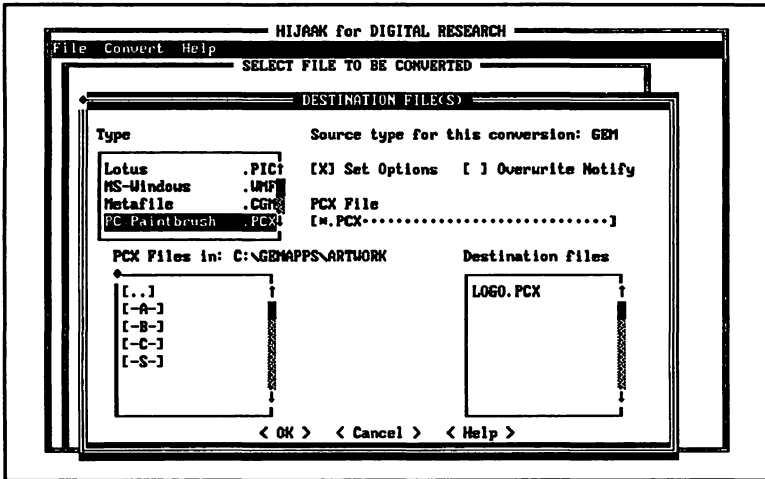


Figure 4-2 The Destination Files window.

Press [Enter] or click on <OK> to continue. You'll see a screen listing several conversion options (you can experiment with these options later). For now, press [Enter] or click on <OK> to continue. In a moment, the conversion program will go to work on your file. You'll see a status window display as the program is working. The conversion process may take a few minutes. When the conversion is complete, you'll see a **Convert**

Processing Log window display. Now, click on **<OK>** or press **[Enter]**, and you'll return to the **Select File** window. Your converted file, **LOGO.PCX**, is in the **\GEMAPPS\CONVERT** directory.

Online Help

The conversion program comes with an extensive online help system. To get online help, click on **<Help>** or type **[Alt]-H**. When you call up online help, you'll see a help window like the one in figure 4-3.

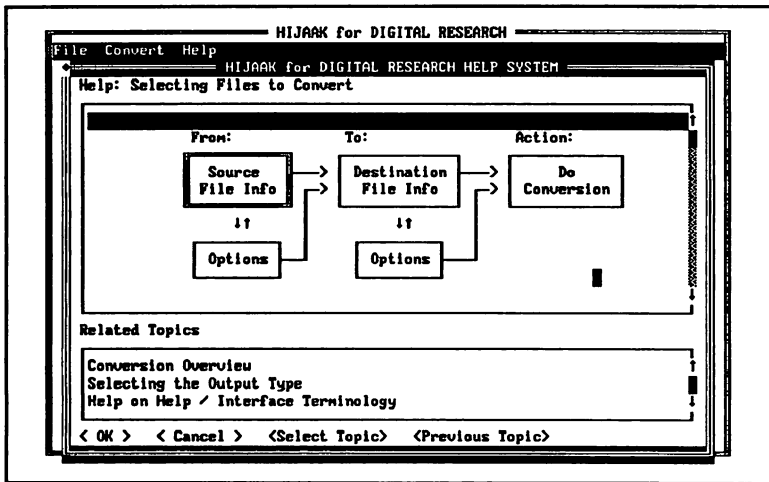


Figure 4-3

The top part of the window displays the help text. The bottom part displays a list of related topics. To read the help text, click in the Help window or type **[Alt]-H** again. Then, scroll the text by pressing **[Page Up]** or **[Page Down]**, or with the scroll bars. You can use the Related Topics window to go to another help topic. To go to a new topic, click in the Related Topics or press **[Alt]-R**. Then, use the arrow keys or the scroll bars to highlight the topic you want to see. To select a topic, click on

Exiting the Conversion Program

<Select Topic> or press **[Alt]-S**. To exit the help screen, press **[Esc]**.

Exiting the Conversion Program

To exit, press **[Esc]** until no windows are displayed. Then, type **[Alt]-F** to pull down the File menu and select **Exit**. In a moment, you'll return to the DOS prompt.

Good work! You've converted your GEM file to PCX format, which you can now use in another graphics program, or include it in a desktop publishing document.

Conclusion

Congratulations! You've learned the basics of the GEM conversion utility. The conversion program has a lot of options you may want to explore if you do a lot of work with graphics files. For more information, see the program's online help.

Appendix A:

Troubleshooting Guide

System Problems

I see the message Bad or missing command interpreter.

The file C:\COMMAND.COM has somehow been deleted or corrupted. Put your original DOS diskette into the diskette drive, reboot the computer, and copy the file COMMAND.COM to the C: root directory (C:\).

Mouse Problems

My mouse is connected properly, but it doesn't work.

Your mouse driver may not be loaded. Check the instructions that came with your mouse to load the mouse software.

If you have a serial mouse and you're using another serial device (e.g., a modem) it may be using the COM address you're trying to use for the mouse. Try connecting the mouse to a different COM port, then reboot your computer. Alternatively you can set your modem to use a different COM address.

On rare occasions, the mouse won't work even though the mouse driver is loaded. If this happens, it may be because the last program to use the mouse didn't "release" the mouse. If the mouse isn't working, exit the program you're in (if it's a GEM application type [Ctrl]-Q to exit), then restart the mouse software.

I've installed a serial mouse according to the directions, but it still doesn't work in GEM.

Insert the GEM System Master disk and log onto the floppy drive. Then type **GEMSETUP** and select **Change Existing Configuration**, then change your current setup to a different mouse. This time, select **Bus mouse (Requires file MOUSE.COM)**. Before running GEM, be sure the file **MOUSE.COM** from the diskette supplied by the mouse manufacturer has been copied to the root or other directory, and the driver has been loaded by the **AUTOEXEC.BAT** program or by typing **MOUSE** from the appropriate directory.

GEM Problems

I've installed GEM successfully, but the screen goes blank when I start GEM.

You may have chosen the wrong graphics adapter in **GEM-SETUP**. The graphics adapter you specify must explicitly match the physical graphics card or be 100% compatible. A common error is choosing the IBM EGA 16 color 640x350 option when the graphics adapter is actually the standard Color Graphics Adapter. The CGA adapter must be installed as the IBM CGA 640x200 mono which will not provide color in the GEM system software. Insert the GEM System Master disk and log onto the floppy drive. Then type **GEMSETUP**, select **Change Existing Configuration**, then change your setup to the proper graphics adapter.

I see the message "GEMVDI NOT PRESENT IN MEMORY."

You'll see this message if you try to start GEM from the **\GEMAPPS\GEMSYS** directory or if the files **GEM.EXE** and **GEMVDI.EXE** are in your root directory. Try starting GEM from the root directory, and if you see this message, delete these

Using GEM Without a Mouse

two files from the root directory. If GEM still doesn't start properly, reinstall it.

How can I use the keyboard arrow keys for cursor movement?

Hold down the [Ctrl] key then press the right [Shift] key. After that you'll be able to use the arrow keys.

Using GEM Without a Mouse

You can move the cursor with your keyboard's arrow keys. If the arrow keys don't seem to work, press the [Ctrl] key then try the arrow keys again.

- To click, press the [Home] key.
- To double-click, press the [Home] key twice in quick succession.
- To drag, press the [End] key, then use the arrow keys to move the pointer. Then press [Home].
- To shift click, hold down the shift key as you press [Home].

Artline Problems

I can't load an image. My "Load image" option is ghosted (greyed) out and I can't select it.

If the "load image" option isn't available, it means your system doesn't have EMS (expanded memory) or doesn't have enough EMS to load an image. You can't load images if you don't have EMS. If you have extended memory (XMS), you can use special system software (such as EMM386.SYS, available with Win-

How to Get Technical Support

dows and DOS version 5) to convert XMS to EMS. See your DOS manual for more information on EMS device drivers.

When I try to start Artline, I get error messages or my system locks up and I have to reboot.

You may not have enough available conventional DOS memory to run the application. GEM Artline requires that your system have 640K of conventional memory; GEM applications won't run in EMS or extended memory (although Artline does require EMS for its "load image" function). Try unloading TSRs or other memory-resident software to free conventional memory. If you have DOS version 5, you may be able to free memory by using the LOADHIGH command to load the mouse driver or other system drivers; see your DOS manual for more information.

I have trouble selecting items with the rubber band.

Whenever you use the rubber band to select items, be sure to enclose them *completely* within the rubber band. Items that aren't completely inside the rubber band won't be selected.

How to Get Technical Support

As a bonus for ordering from DAK, you're entitled to toll-free technical support.

Before calling, please keep in mind that many DAK customers may be trying to get through, so we'd really appreciate it if you'd take a just few moments to try to find the answer to your question. Be sure you've looked through the troubleshooting questions and answers in this appendix—we've included answers to the questions we get asked most often. Then check the program's manual. The table of contents or index are good places to start looking for answers. You can also try using the program's online help feature.

If you still can't find the answer to your question, we'd be glad to help. To help us help you, *please* do the following before calling one of our support lines:

1. Try to be at your computer so you can work interactively with our representative.
2. Before calling, it's important that you print out your CONFIG.SYS and AUTOEXEC.BAT files and the output of some DOS commands. Here's how: Be sure you're in the root directory (if you're not, type **CD ** [Enter] to get there).

Be sure your printer is on-line and loaded with paper, then type the following commands:

TYPE CONFIG.SYS > PRN [Enter]

TYPE AUTOEXEC.BAT > PRN [Enter]

CHKDSK > PRN [Enter]

If you have DOS version 5, also please type:

MEM/C > PRN [Enter]

(The ">" symbol is made by holding down the SHIFT key and pressing the period.)

Please have the printouts handy when you call.

3. Have your invoice handy. This will help us locate your order in case we need to ship you any parts or disks.

Once you've completed the steps above, call one of DAK's support lines listed below.

Phone Support

DAK's phone support lines are open Monday through Friday from 6am to 6pm, and Saturday from 9am to 3pm, Pacific Time.

Most hardware and software questions can be answered by DAK's Software Support Group at (800) 395-9876.

If the line is busy, some hardware-oriented questions can be answered by DAK's Product Support Group at (800) 888-9818.

BBS Support

DAK also runs a 24-hour modem hotline for those of you who have a modem. This computer bulletin-board service allows you to leave electronic mail for DAK. Your questions are turned over to Software Support who will quickly find an answer to your questions and contact you. Please set your modem to 2400 baud, no parity, 8 data bits, 1 stop bit. Then call DAK Software Support BBS at (818) 715-7153.

Fax Support

You can Fax your question directly to DAK Software Support. Be sure to include a copy of your CONFIG.SYS and AUTOEXEC.BAT files (see page A-5 for details), and a full description of your computer system and printer. Faxes will be answered in the order in which they are received. DAK's Software Support Fax number is (818) 704-8581.

Mail Support

If you have less pressing questions, comments, or suggestions, please write us. Be sure to include a copy of your CONFIG.SYS and AUTOEXEC.BAT files (see page A-5 for details), and a full description of your computer system and printer.

**DAK Industries, Inc.
Attention: Software Support
PO Box 7909
Canoga Park, CA 91309-7909**



DAK Industries, Inc.

PO Box 7909 Canoga Park, CA 91309-7909

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